

## ***Index***

SA-09-1288

## ***Index***

Control button, command and jack entries as well as abbreviations such as SMPTE, MIDI, FM, etc. are in UPPER CASE.

### **A**

Amplitude, zero line, 2.7  
Amplitude modulation, 6.13-15  
Analog sound waves, 1.2-5  
Analog-to-digital converter (ADC), 1.4-5  
ARPEGGIATE  
    ON/OFF, 6.11, 8.4-5  
    RATE, 6.11, 8.5  
Arpeggios, 6.11  
Attack  
    modes, 6.13, 6.15  
    vibrato, 6.9  
    volume envelope, 6.2-5  
ATTACK, VE, 6.4  
ATTACK/DECAY, 6.9  
Automatic search (looping), 5.34-39

### **B**

Backing up (*see* Copying)  
Bank, timbre, 4.31  
BANK, 4.31, 4.38-39, 8.12-13  
BIAS, 6.10  
Biasing vibrato, 6.10  
BOUNCE, 5.8  
BREATH CONTROLLER, 7.3, 7.19  
Button states, timbre parameter, 7.5

### **C**

CAPTION, 4.4-5  
CENTER, 2.8

### **Chorus**

    partial timbre, 6.18-19  
    whole timbre, 8.6-7  
CHORUS, 8.6-7  
CHORUS, PARTIAL, 6.18-19  
CLEAR, 7.8-9, 7.23  
Clearing polyphonic sampling memory, 1.32  
COLLECT, 1.30-31  
COMBINE, 3.24-25  
Combining partial timbres, 5.2  
Commands, Sound File Editor, 1.10-11, 2.4-5, 2.14, 3.2-31, 4.6-11  
COPY, 3.11  
Copying  
    partial timbres, 5.8  
    sound files, 3.11  
    timbre files, 4.37  
CROSSFADE, 3.8-9  
Crossfade looping, 3.16-17, 5.26  
CTRL-C, 1.12, 4.10, 4.12  
CUT, 3.10

### **D**

DC TRIM, 3.22  
Decay, volume envelope, 6.2-4  
DECAY, VE, 6.4  
Delay, volume envelope, 6.2-4  
DELAY, VE, 6.4  
DELETE, 3.15  
Deleting (*see also* Erasing), sound file section, 3.14-15  
DEPTH  
    STEREO, 6.25-26  
    VIBRATO, 6.8  
Digital sound waves, 1.2-5  
Digital-to-analog converter (DAC), 1.4-5

- Direct-to-Disk system
  - sampling, 1.26
- Directory
  - Sound File, 1.12, 4.12-17, 4.24-25
  - Timbre, 4.28-29
- Display
  - Keyboard, 5.24-25
  - Optical Disk, 4.18-23
  - Patch, 5.10-23, 5.26-27, 5.32-33
  - Sound File Editor, 1.8-13
- Displaying individual sample
  - points, 2.6
- DOT MODE, 2.6
- Dynamic envelope, 7.20-21
- DYNAMIC ENVELOPE:
  - LOW/HIGH, 7.20-21

## E

- Edit buffer, 3.7
- Edit information, entering
  - from Sound File Editor, 3.4-5
- Edit times, 3.6
- END, 1.21
- ENTRY, 4.31, 4.38-39
- Entry, timbre, 4.31
- Erasing
  - partial timbres, 5.9
  - poly memory, 1.32-33
  - real-time effects
    - patching, 7.8-9
  - sound files, 1.32, 3.15
- EXCHANGE, 3.26
- EXPRESSION INPUT, 7.3, 7.10-23

- Expression inputs
  - adding, 7.2-7
  - controllers, 7.3, 7.10-23
  - inverted mode, 7.7
  - patching, 7.4-7
  - removing, 7.8-9
  - summary, 7.23
- EXT MONO, 3.27
- EXTRACT, 3.14

## F

- Files
  - .NEWDATA, 4.37, 8.11
  - NEWF, 1.21, 2.16, 4.2
  - sound, 1.2
  - timbre, 4.27, 4.37, 8.11
- FILL, 3.13
- Filters, ribbon controller, 7.17
- Final decay, volume envelope, 6.2-4
- FINAL DECAY, VE, 6.4
- Flanging, 6.18, 8.6

## G

## H

- HARMONIC CONTROL, 5.28-39

## I

- Independent modes
  - amplitude modulation, 6.13-15
  - stereo, 6.26-27

## ***Index (con't)***

Initial decay, volume envelope,  
6.2-4

INITIAL DECAY, VE, 6.4

Inserting sound files, 3.12

INVERT, 3.23, 6.6, 6.8, 6.10

Invert function, 6.6

## **J**

## **K**

Keyboard

control voltage, 7.18

Display, 5.24-25

envelope, 6.20-22

loop, 5.26-39

patch, 5.10-25

polyphony control, 8.2-3

response or touch, 7.10-14

velocity/pressure, 7.10-14

KEYBOARD

C.V., 7.3, 7.18

ENVELOPE: RIGHT/LEFT,  
6.21-22

## **L**

LABEL, 2.15

Labels, 2.15

Layering sounds, 5.2

LEFT, 2.8

Level check, 1.20

LIBRARY, TIMBRE, 4.31, 4.39,  
8.13

Location memory buttons,  
4.16-17

LOCK, 2.9

LOOP, 3.16-17

Looping

automatic searches, 5.34-39

crossfade, 3.16-17, 5.26

keyboard, 5.26-39

length, 5.28-32, 5.35-39

local automatic search, 5.37

overall automatic search,  
5.35-36

patch list sound files, 5.23

reverse, 3.18-19

setting parameters, 5.28-31

sound files, 3.16-19, 5.23

summary, 5.39

window length for automatic  
search, 5.38

## **M**

MARK, 1.22

END, 2.16

OFF, 2.17

START, 2.16

Marking a sound file, 2.14-19

Master timbre/sequence storage  
disk, 4.37, 8.11

Memory buttons, 4.16-17

Memory management, 1.28-33

Menus, Sound File Editor,  
1.10-11, 2.5, 3.3, 4.7, 4.11

Missing Sound File display,  
4.33

Missing sound files, 4.32-33

MIX, 3.28

MOD DEPTH, 6.6, 6.9

MOD WHEEL, 7.3, 7.22

## Mode

- amplitude modulation, 6.13-15
- portamento, 6.26
- sampling, 1.18
- stereo, 6.25-27
- tremolo, 6.13-15

## MODE

- PORTAMENTO, 6.12
- POLYPHONY, 8.3

## Modifying

- partial timbres, 6.6-27
- sound files, 3.2-31
- whole timbres, 8.2-9

## N

### Naming

- sound files, 4.2-3
- timbres, 4.34-35, 8.8-9

Newdata (.newdata) files, 4.37, 8.11

NEWF files, 1.21, 2.16, 4.2

NORMALIZE, 3.20

## O

Optical Disk Display, 4.18-23

Optical Disk Storage, 4.18-23

ORIGIN, 1.21

Output, sound, 1.4

## P

### PARTIAL

CHORUS, 6.18

TIMBRE SELECT, 5.4-9, 5.32, 7.6

TUNING, 6.16

VOLUME, 6.17

### Partial timbre

- adding expression, 7.4-7
- assigning sound files, 5.4
- chorus, 6.18-19
- copying, 5.8
- description, 5.2-3
- erasing, 5.9
- keyboard envelope, 6.20-22
- layering, 5.2-3
- modifying, 6.6-27
- phase shifts, 6.18
- placing, 5.6-7
- recalling, 5.6-7
- selecting, 5.5
- solosing, 5.5
- stereo, 6.23-27
- tuning, 6.16
- volume, 6.17
- volume envelope, 6.2-5

PASTE, 3.12

### Patch (also keyboard patch)

- creating, 5.10-25
- display, 5.10-23, 5.26-27, 5.32-33
- list, 5.12-25

Patching real-time effects, 7.4

PEAK, VE, 6.5

### Peak volume level

- partial timbre, 6.5
- volume envelope, 6.2-5

PEDAL 1/2, 7.3, 7.15

Pedal inputs, 7.15

## *Index (con't)*

Phase control  
  partial timbres, 6.18  
  timbre, 8.6  
Phase shift effects, 8.6  
Pitch  
  quantizing, 6.11  
  randomness, 6.6  
PITCH BEND WHEEL, 7.22  
Play markers, 2.16  
Playing sound files, 1.14  
Poly bins, shuffling, 1.29  
Polyphonic sampling  
  Direct-to-Disk system, 1.26  
  memory, 1.4, 1.28-33  
  voices, 1.4  
POLYPHONIC SAMPLING  
  OUT jacks, 1.4, 5.2  
Polyphony control, 8.2-3  
POLYPHONY MODE, 8.3  
Portamento, 6.12  
PORTAMENTO  
  MODE, 6.12  
  ON/OFF, 6.12  
  RATE, 6.12  
Pressure, 7.3, 7.10, 7.14  
PRESSURE, 7.14  
Pressure response filter, 7.14  
PRINT, 2.4  
Printing  
  Sound File Directory, 4.24-25  
  Sound File Editor, 1.11

## **Q**

QUANTIZE, 6.11  
Quantizing vibrato, 6.11

## **R**

### **RATE**

PORTAMENTO, 6.12  
REPEAT/ARPEGGIATE,  
  6.11, 8.5  
STEREO, 6.14  
VIBRATO, 6.8

### **Real-time effects**

adding, 7.2-7  
breath controller, 7.19  
definition, 7.2  
dynamic envelope, 7.20-21  
expression input controllers,  
  7.3, 7.10-23  
inverted mode, 7.7  
keyboard control voltage,  
  7.18

MOD WHEEL, 7.22  
parameters for patching, 7.4  
patching, 7.4  
pedal inputs, 7.15  
PITCH WHEEL, 7.22  
pressure, 7.10, 7.14  
removing, 7.8-9  
ribbon controller, 7.16  
summary, 7.23  
velocity, 7.10-13

RECALL, 1.12, 4.10-12

### **Recalling**

partial timbres, 5.6-7  
sound files, 1.12, 4.10-15,  
  4.20-21  
timbres, 4.28-31

RECORD, 1.17-18, 1.22, 1.25,  
  1.27, 1.31

### **Recording**

level check, 1.20  
sound file, 1.16-25  
time available, 1.29

Rename, sound file, 4.6  
RENAME, 4.6  
Repeat  
    function, 8.4-5  
    rate, 8.4  
REPEAT ON/OFF, 6.11, 8.5  
REPEAT/ARPEGGIATE RATE,  
    6.11, 8.5  
REVERSE, 3.29  
REVERSE LOOP, 3.18-19  
Reversing a sound file, 3.29  
RIBBON, 7.3, 7.16-17  
Ribbon controller, 7.16-17

## S

Sampling  
    definition, 1.2-7  
    Direct-to-Disk system, 1.26  
    level check, 1.20  
    process, 1.16-25  
    rate, 1.4, 1.19  
    summary, 1.27  
    synchronized, 1.22-25  
    track monitoring, 1.24-25  
    trigger status, 1.19  
SAVE, 4.8  
Saving (*see also* Storing)  
    sound files, 4.8  
    timbres, 4.36-39, 8.10-13  
SEARCH, 2.10  
Search  
    automatic (looping),  
        5.34-39  
    sound files, 4.22-23

Select  
    Keyboard Timbre (*see* SKT)  
    Memory Timbre (*see* SMT)  
    partial timbre, 5.5  
    sound file for looping,  
        5.32-33  
SHOW, 2.11  
Shuffling  
    poly bins, 1.29  
    sound files, 1.29-30  
Sixty-four voice poly system  
    recording time available,  
        1.29  
SKT, 5.7, 5.9  
Soloing a partial timbre, 5.5  
Sound file  
    adding to patch list, 5.14-16  
    amplitude, 2.2  
    assigning to keyboard,  
        5.18-19  
    assigning to partial timbre,  
        5.4  
    caption, 2.2, 4.4-5  
    combining, 3.24-25  
    copying, 3.11  
    crossfade, 2.2, 3.8-9  
    cutting and pasting, 3.10-13  
    definition, 1.2  
    deleting from patch list, 5.17  
    deleting part of, 3.15  
    Directory, 1.12, 4.12-17,  
        4.24-25  
    Editor, 1.8-23  
    erasing, 1.32, 3.14-15  
    exchanging, 3.26  
    extracting a portion, 3.14  
    in polyphonic sampling  
        memory, 1.28-33  
    information, 2.2-3  
    inserting, 3.12-13, 5.16

(Y non) xsbni



## Index (con't)

### Sound file (con't)

- labels, 2.15
- length, 2.2
- looping, 3.16-19, 5.23
- managing, 1.28-33, 4.2-6
- marking, 2.14-19
- missing, 4.32-33
- modifying, 3.2-31, 5.2-3
- mono, 1.6-7
- mono and stereo
  - modifications, 3.24-27
- mono samples from stereo, 3.27
- name, 2.2, 4.2-3
- overlapping, 5.18
- overwriting a portion, 3.13
- patch list, 5.5, 5.10-17
- placing, 5.2
- playing, 1.14
- printing, 1.11
- recalling, 1.12, 4.10-15, 4.20-21
- recording, 1.16-25
- renaming, 4.6
- reversing, 3.29
- search, 4.22-23
- selecting for looping, 5.32-33
- sound modifications, 3.28-29
- steps in making, 1.3
- stereo, 1.6-7
- storing, 4.8
- technical adjustments, 3.20-23
- timbres, 4.26, 5.2-3
- transpose on patch list, 5.21
- tuning on patch list, 5.22
- viewing, 1.15, 2.2-13
- volume scaling, 3.20-21, 5.20

### Sound File Directory

- location memory buttons, 4.16-17

- printing, 4.24-25

### Sound File Editor

- amplitude zero line, 2.7
- available recording time, 1.29
- commands, 1.10-11, 2.4-5, 2.14, 3.2-31, 4.6-11
- cursor movement, 1.13, 2.18
- display, 1.8-9
- display menu, 2.5
- dot and line modes, 2.6
- edit buffer (.editbuf), 3.7
- entering edit information, 3.4-5
- menus, 1.10-11, 2.5, 3.3, 4.7, 4.11
- modify menu, 3.3
- moving around a sound file, 1.15
- playing a sound file, 1.14
- recalling a sound file, 1.12
- sample points, 2.6
- sampling process, 1.16-25
- Store/Recall menu, 1.11, 4.7
- symbols, 2.18
- zoom window, 1.15

### START, 1.22

### Stereo

- adding, 6.23-27
- automatic panning, 6.26
- modes, 6.26-27
- moving, 6.25
- partial timbre, 6.23-27
- static, 6.24

### STEREO

- DEPTH, 6.14, 6.25-26
- PAN, 6.24-26
- RATE, 6.14
- WAVE, 6.14, 6.25-26



STOP, 1.22, 1.25, 1.31  
 Storage areas  
   sound files, 4.8  
   timbres, 4.37-39  
 Store/Recall menu, 1.11, 4.7  
 Storing (see also Saving)  
   sound files, 4.8  
   timbres, 4.36-39, 8.10-13  
 SUSTAIN, VE, 6.5  
 Sustain volume level,  
   volume envelope, 6.2-5  
 Symbol, sound file, 2.18  
 SYMBOLS, 2.18  
 Synchronized sampling,  
   1.22-23  
 Synchronous modes  
   amplitude modulation,  
     6.13, 6.15  
   stereo, 6.26-27  
 System commands display,  
   1.33

## T

### Timbre

bank, 4.31  
 design, 5.2-3  
 Directory, 4.28-29  
 entry, 4.31  
 files, 4.27, 4.37  
 layered, 5.2  
 modification, 8.2-9  
 name, 4.34-35, 8.8-9  
 real-time effect parameters,  
   7.4  
 recalling, 4.28-31  
 sound file, 4.26  
 storing, 4.36-39, 8.10-13

### TIMBRE

BANK, 4.38-39  
 ENTRY, 4.38-39  
 LIBRARY, 4.39  
 NAME, 4.34-35, 8.9  
 PARAMETER buttons, 7.4-5  
 SELECT, 5.4-9

### TIMBRE/SEQUENCE

STORAGE buttons,  
 4.38-39, 5.6, 8.12-13

Track monitoring, selective,  
 1.24-25

TRACK SELECT, 1.24, 5.7-9

Transpose, patch list sound file,  
 5.21

Tremolo, 6.13-15

Trigger status, 1.19, 1.21

### Tuning

partial timbres, 6.16  
 patch list sound file, 5.22

TUNING, PARTIAL, 6.16

## U

UNLABEL, 2.19

UNLOCK, 2.9

Unmarking sound files, 2.19

UNSAVE, 4.9

Unsaving (see Erasing)

## V

Velocity, 7.3, 7.10-13

### VELOCITY

EXPRESSION INPUT, 7.3  
 RESPONSE, 7.11, 7.13  
 SENSITIVITY, 7.11-12

(Index) xebni

## Index (con't)

- Vibrato
  - adding to a partial timbre, 6.6-11
  - biasing, 6.10
  - description, 6.6
  - programming, 6.6-11
  - quantizing, 6.11
  - wave shapes, 6.6-7
- VIBRATO
  - ATTACK/DECAY, 6.9
  - BIAS, 6.10
  - DEPTH, 6.8
  - INVERT, 6.8, 6.10
  - MOD DEPTH 6.9
  - QUANTIZE, 6.11
  - RATE, 6.8
  - WAVE, 6.8
- Voice
  - polyphonic sampling, 1.4
  - polyphony control, 8.2-3
- Volume (*see also* Volume envelope)
  - control, pedal, 7.15
  - level check, 1.20
  - partial timbre, 6.17
  - programming, 6.2
  - sound file, 3.20-21, 5.20
- VOLUME, 3.21
- VOLUME, PARTIAL, 6.17
- Volume envelope
  - description, 6.2-3
  - time intervals, 6.2-3
  - volume levels, 6.2-3, 6.5
- W
- WAVE
  - STEREO, 6.14, 6.25-26
  - VIBRATO, 6.8
- Whole timbre modification, 8.2-9
- Window length (loop search), 5.38-39
- WRITE, 4.38-39
- X
- Y
- Z
- Zero line, 2.7
- ZOOM, 1.15, 2.13
- Zoom window, SA1.15